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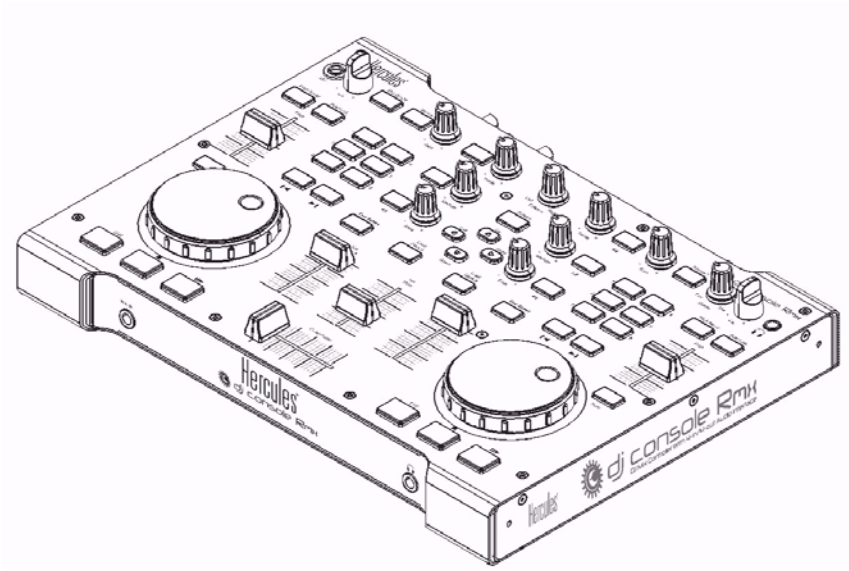
1. INTRODUCTION

Your DJ Console Rmx is a powerful and versatile piece of hardware that offers nearly unlimited possibilities in terms of what you can do with your music. You can use your DJ Console Rmx on its own or with an external mixer, and you can mix both digital audio files and external analog audio sources, including turntables. The DJ Console Rmx is easy to learn and also offers many advanced functionalities, making it perfect for all users from beginners to seasoned professionals.

The DJ Console Rmx functions with digital audio files, including MP3s. We would like to draw your attention to the fact that musical creations are protected by copyright and that you must comply with all applicable legislations. We strongly encourage you to support artists by acquiring their works legally.



2. MINIMUM SYSTEM REQUIREMENTS

PC:

- Desktop/laptop PC with Intel Pentium III/Athlon 1GHz processor or compatible
- 512MB RAM
- Operating system: Microsoft Windows XP/Vista 32-bit
- Available USB port
- Headphones or amplified speakers
- CD-ROM or DVD-ROM drive
- 1024x768 video resolution
- Microphone, Internet connection + 100MB free hard disk space for some applications

Mac:

- Desktop/laptop Mac with 1.5GHz processor
- 512MB RAM
- Operating system: Mac OS 10.4/10.5 or higher Mac OS 10 release
- Available USB port
- Headphones or amplified speakers
- CD-ROM or DVD-ROM drive
- 1280x800 video resolution
- Microphone, Internet connection + 100MB free hard disk space for some applications

3. INSTALLATION

3.1. First installation

You must install your DJ Console Rmx's drivers before connecting it to your computer.

Note: Your installation screens and procedure may vary slightly from those described in this manual.

Because drivers and software are constantly being developed, the ones provided on your CD-ROM may not be the most recent versions. You can visit the Hercules website to verify this and, if necessary, download the very latest versions.

3.1.1. Installing drivers and software

Welcome to the Hercules DJ Console Rmx installation interface
This software interface will guide you through installation of your Hercules DJ Console Rmx.
- Should you need more information, please refer to the paper or PDF versions of the User Manual.
- To start the installation, please click "Install DJ Console Rmx".
Install DJ Console Rmx
Register
User Manual
Exit

- Insert the installation CD-ROM into your CD-ROM drive.

The DJ Console Rmx installation menu automatically appears.

If the installation menu is not launched automatically:

PC:

- Double-click **Computer** (Windows Vista)/**My Computer** (Windows XP).
- Double-click the CD-ROM icon.
- Double-click **Setup.exe**.

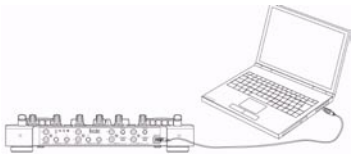
Mac:

- Open your **Finder**.
- Double-click the CD-ROM icon.
- Double-click **Setup.exe**.

Hercules DJ Console Rmx Installation
Choose what you want to install
DJ Console Rmx Drivers
VirtualDJ 5 DJC Edition
Exit

- Follow the on-screen instructions to install the drivers and software.

A dialog box appears, prompting you to connect the DJ Console Rmx to your computer's USB port.



- Connect the DJ Console Rmx to one of your computer's USB ports using the USB cable provided.

We recommend that you connect the DJ Console Rmx to a USB port on your computer or to a powered USB hub. Don't connect the console to a non-powered USB hub.

Your computer automatically detects your DJ Console Rmx and installs the required drivers.

A progress bar appears, depicting the progress of the installation. Please note that this may take up to 30 seconds, depending on your computer.

- Let the installation procedure run its course and do not do anything until you receive a message indicating that the installation has completed.

You will be prompted to enter your VirtualDJ serial number the first time you run VirtualDJ, found on the envelope of your DJ Console Rmx installation CD-ROM.

- Enter the serial number and click **OK**.

VirtualDJ is launched automatically. The VirtualDJ icon now appears on your desktop.

Windows may prompt you to reboot your computer at the end of the driver installation.

The DJ Console Rmx icon appears in the taskbar, indicating that your DJ Console Rmx is ready for use.

For information on launching the control panel, please see section 8.1. The DJ Console Rmx taskbar icon.

3.2. Connecting and disconnecting your DJ Console Rmx

The DJ Console Rmx can be used in conjunction with an internal sound card without causing conflicts on your computer. When you connect the DJ Console Rmx it is automatically recognized as the main sound card, and once it is disconnected the internal sound card resumes its original functions.

Consequently, you can connect and disconnect your DJ Console Rmx at any time, even when the computer is switched on, thanks to its USB connection.

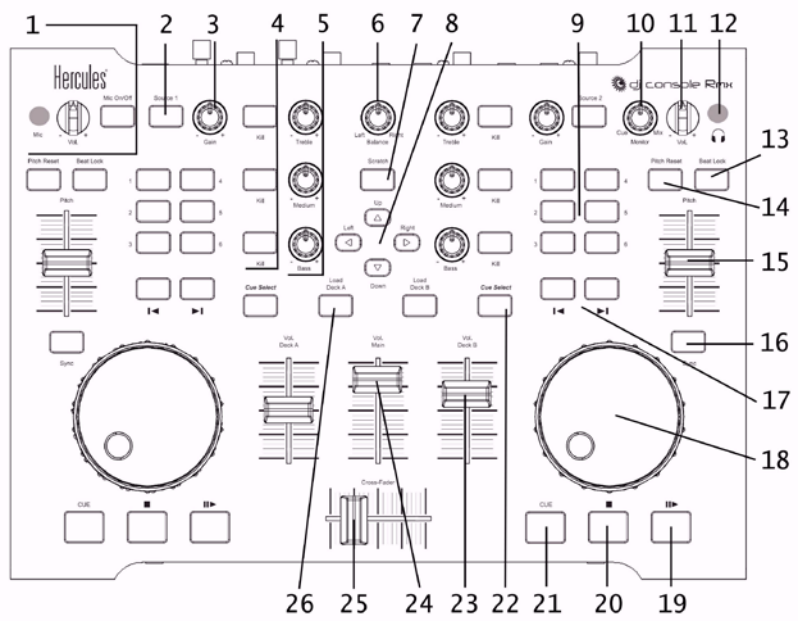
3.3. Power consumption

Your DJ Console Rmx is optimized to achieve low power consumption when connected to your computer via USB.

4. OVERVIEW

4.1. The top face

Your DJ Console Rmx has a variety of controls allowing you to interact with DJ software. There are two sets of these controls, as the left and right sections of the DJ Console Rmx each correspond to a separate deck in DJ software applications. Descriptions of the default function of each control are provided below.



1. ¼" microphone input, microphone volume knob and **Mic On/Off** button
2. Source button: press to select computer music streaming/external audio input device
3. Gain button: increase or decrease the music level on each deck
4. Kill buttons: press to cut out/restore treble, medium and bass frequencies, respectively
5. EQ knobs: adjust treble, medium and bass frequencies
6. Balance knob: adjust the main output balance (1-2) between the left and right channels
7. Scratch button: select whether the jog wheels are used to scratch or seek within tracks (scratch mode is enabled by default)
8. Up/down/left/right buttons: navigate within menus
9. Buttons **1-6**: special effects/looping (please see section 7.7 Effects and loops)
10. Monitor select knob: adjust the mix of what's being played on your headphones - the track you're cueing up in relation to the overall mix
11. Headphone volume knob: adjust the volume of your headphones
12. ¼" headphone input

13.Beat Lock button: use this function to keep the same pitch while manipulating the tempo
14.Reset button: gradually reset the pitch to its original value
15.Pitch slider: adjust the pitch up or down
16.Sync button: synchronize the beat with the beat of the track on the opposite deck
17. Navigation buttons: move the cursor within the track
18. Jog wheels: use to scratch, navigate within tracks or scroll through menus
19. Play/pause button: pause music playback and move the cue point to the current position in the track
20. Stop button: stop the music and do not change the track's cue point
21.Cue button: set a cue point in the track
22.Cue Select button: select which deck is played on your headphones
23. Deck volume fader: set the volume for the deck
24. Main volume fader: set the overall volume
25. Cross fader: adjust the proportion of the left and right decks in your mix
26.Load Deck button: load a track on the corresponding deck

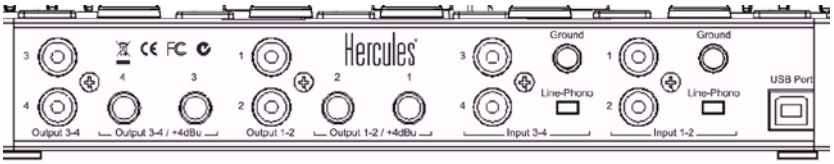
Note: These are descriptions of the DJ Console Rmx's default functions, which may vary according to the application you are using.

4.2. The connectors

Your DJ Console Rmx features multiple connectors on its front and back faces. Using these connectors you can connect a variety of devices, as illustrated in the diagrams below:

Back face

Standard RCA output connectors 3-4 (-10dBv)
Standard RCA output connectors 1-2 (-10dBv)
Standard RCA input connectors 3-4
Standard RCA input connectors 1-2
USB connector



Pro gear ¼" jack output connectors 3-4 (+4dBu) unbalanced
Pro gear ¼" jack output connectors 1-2 (+4dBu) unbalanced
Phono ground connector/ **Line-Phono** switch (Deck B)
Phono ground connector/ **Line-Phono** switch (Deck A)

Front face

Microphone input
Headphone connector

5. OUTPUT OPTIONS

Two types of connectors are available for connecting speakers: RCA and ¼" jack. All of these connectors are mono outputs, each of which corresponds to one channel (left and right). The RCA connectors are meant for connecting standard gear, while the ¼" jack connectors are meant for connecting professional gear, such as a Public Address (PA) system.

Select the type of connector according to the type of equipment you will be connecting. Normally, outputs 1-2 will be used for your live mix playing in the room, and outputs 3-4 will be used for monitoring or connecting an external mixer. The outputs 3-4 connectors and the headphone jack always output the same audio data.

5.1. Connecting speakers and/or an external mixer to your DJ Console Rmx

With the included VirtualDJ software, the 4 mono RCA connectors (outputs 1, 2, 3, 4) let you play your mix for the audience at the standard -10dBv level over a hi-fi system connected to outputs 1-2 on your DJ Console Rmx, for example, and preview upcoming songs on your headphones or via outputs 3-4.

The 4 mono ¼" unbalanced jack connectors (outputs 1, 2, 3, 4) let you play your mix for the audience at the professional +4dBu level over a PA system connected to outputs 1-2 on your DJ Console Rmx, for example, and preview upcoming songs on your headphones or via outputs 3-4.

This choice of outputs gives you the freedom to do more with your music. For example, you can:

Connect the ¼" jack outputs to a PA system to play the mix for the audience while simultaneously connecting the RCA outputs to the audio line input on another computer to broadcast the mix online; or

Play Deck A on outputs 1-2 and Deck B on outputs 3-4 (with VirtualDJ 5 PRO or another application) and export the mix to an external mixer.

- Make sure that your computer and other audio equipment is switched off before connecting it.
- Connect your main set of speakers to the **Output 1-2** RCA plugs (plug **1** corresponds to the left speaker, plug **2** to the right speaker) or to the **Output 1-2** ¼" jack plugs.
- If you have a second set of speakers (monitoring speakers, for example), connect the speakers to the **Output 3-4** RCA plugs (plug **3** corresponds to the left speaker, plug **4** to the right speaker) or to the **Output 3-4** ¼" jack plugs. You can also connect an external mixer to these plugs.

Your speakers and/or external mixer are now ready for use with your DJ Console Rmx.

5.2. Connecting headphones

Your DJ Console Rmx features 2 headphone connectors: one on the top face, and one on the front face. The console has been designed to function with DJ headphones (stereo, impedance from 16 to 64 Ohms).

You can only use one headphone output at a time: if two sets of headphones are connected simultaneously, the headphone output on the unit's top face will take precedence over the output on the front face.

6. INPUT OPTIONS

6.1. Connecting external audio sources

Your DJ Console Rmx allows you to connect virtually any kind of audio source you might wish to use, including vinyl turntables. You can even use time-coded vinyl records or CDs to control music files stored on your computer, giving you the ultimate hands-on mixing experience and combining the best that the worlds of analog and digital have to offer. Now you can enjoy using hybrid mixing, combining computer audio tracks on one deck with an analog source connected to the other deck.

Your DJ Console Rmx features 4 audio inputs on its back face: 2 stereo audio inputs, for a total of 2 pairs of dual RCA connectors. Simply connect the audio source of your choice to the white (left) and red (right) RCA connectors: inputs 1-2 for Deck A, and inputs 3-4 for Deck B. This allows you to replace the computer audio track played on Deck A with the music played on inputs 1-2, and replace the computer audio track played on Deck B with the music played on inputs 3-4.

You can even equalize your external audio sources and adjust their volume, just as you can with a computer audio track. This provides for seamless mixing and full control over the sound of your mix.

To the right of each set of inputs is a **Line-Phono** switch: this switch allows you to set the preamp level for each stereo input to the line (CD/MP3 player, for example) or phono (turntable) level. The reason for this is a turntable outputs a considerably weaker audio signal than a CD or MP3 player, and therefore requires extra pre-amplification in order to achieve a comparable volume.

When connecting a device such as a CD or MP3 player, be sure to set the **Line-Phono** switch to the **Line** position; otherwise, the input signal will be far too loud and you risk damaging your equipment.

If you are using a turntable:

- Set the **Line-Phono** switch to the **Phono** position.
- Connect the ground wire from your turntable to the corresponding ground connector above the **Line-Phono** switch. Grounding helps to eliminate the interference which can otherwise occur with turntables, giving you crystal-clear sound.

You can use the two **Source** buttons on your DJ Console Rmx (**Source 1** for Deck A, **Source 2** for Deck B) to control the audio input for the corresponding deck. By default, the input is set to computer audio tracks: simply press the **Source** button to switch to the external audio source. Press the button again to disable the external source and return to computer audio (please see section 7.6 Source buttons).

You can use the **Gain** knobs on your DJ Console Rmx to adjust the volume for each deck.

To connect a CD player with an output in excess of +4dBu to the DJ Console Rmx inputs, you must attenuate (i.e. reduce) the strength of the CD player's output signal using an attenuator such as the Nano patch from SM Pro Audio.

6.2. Connecting a microphone

Your DJ Console Rmx features 2 microphone connectors: 1 mono ¼" jack plug on the top face, and one on the front face. You can only use one microphone input at a time: if two microphones are connected simultaneously, the microphone input on the unit's top face will take precedence over the input on the front face.

You can use your microphone to talk over the music and communicate with your audience (mix the microphone input with audio outputs 1-2, for example), or use your microphone to replace the music on Deck A with your voice.

Press the **Mic On/Off** button on your DJ Console Rmx to toggle the microphone on or off. You can use the volume knob beside it to adjust the input volume for your microphone.

The DJ Console Rmx features a talkover function for the microphone input, which automatically reduces the level of the music that's playing to allow you to be heard when you're speaking. The music level is restored once the microphone input is disabled.

Please see section 8.2 Using the DJ Console Rmx control panel for more information on adjusting the talkover attenuation function and using your microphone.

7. DJ CONSOLE RMX FEATURES

7.1. Jog wheels

The jog wheels on your DJ Console Rmx emulate vinyl turntables: turning a jog wheel lets you scratch or move the cursor backward or forward within music tracks, allowing you to select the cue point where playback will start for the audience.

The jog wheels feature adjustable resistance: if you wish, you can adjust the screws located on the underside of the device under each jog wheel to increase or decrease its resistance, according to your preference. You can also adjust their sensitivity using the control panel: you can either keep the default sensitivity, or divide it by a factor of 2 or 4 to make them less sensitive. The jog wheels can also be disabled via the control panel.

You can use the **Scratch** button to change the function of the jog wheels (scratch mode is enabled by default): press the button to switch to the seek function, allowing you to move

backward or forward within a track. Press the button again to return to the default scratch function.

You can also use the jog wheels to browse through music lists. When browsing through a directory containing lots of music files, simply turn the jog wheel while keeping the Up or Down button on your console pressed down in order to move through the list more quickly.

7.2. Faders (sliders)

Cross fader

Your DJ Console Rmx plays 1 stereo music track per deck (2 stereo music tracks simultaneously). The cross fader moves between the left and right decks, allowing the DJ to adjust the mix between the 2 decks, and therefore between the 2 tracks.

Setting the cross fader completely to the right means that the mix (the music the audience hears) comes 100% from the right deck: the audience doesn't hear the music played on the left deck. Setting the cross fader in the center means that the music comes 50% from the left deck and 50% from the right, and so on.

2 Pitch faders

You can use the pitch faders to adjust the playback speed of a track, increasing or reducing its BPM (Beats Per Minute) rate, in order to make dancing easy by setting new music tracks at the same BPM as the previous track so that dancers don't need to change their rhythm during the transition from one track to another.

In general, adjusting the pitch changes the music's speed and tone: faster means a higher tone, slower means a lower tone. However, you can keep the same pitch and tone by pushing the **Beat Lock** button before changing the pitch so that the pitch fader only changes the tempo (i.e. speed) of the track, and not the pitch itself. This mode is called Master Tempo.

3 Volume faders

The Deck A volume fader controls the volume of the music played on Deck A, while the Deck B volume fader controls the volume of the music played on Deck B. The main volume fader controls the master volume.

Changing the volume on Deck A or Deck B lets you adjust transitions between the 2 decks.

If the volume on one of the decks is not loud enough when the corresponding volume fader is set to its maximum level, simply adjust the **Gain** knob for that deck to increase the deck's maximum volume.

7.3. Play/Pause, Stop and Cue buttons

These buttons are available for both decks on your DJ Console Rmx.

- **Play**: starts music playback, while **Pause** pauses music playback at the current position in the track and sets the cue point at this position.
- **Cue**: places a cue point (a marker where playback should start) at the current position in the track.
- **Stop**: halts music playback and doesn't change the track's cue point.

7.4. Backward and Forward buttons

These buttons, found just above the jog wheel on each deck, allow you to quickly move the cursor within music tracks. This is an easy way to quickly get to the exact point in a song that you're looking for.

7.5. Pitch settings

- **Reset**: gradually resets the pitch of the music to its original pitch, whatever the pitch fader position.
- **Beat Lock**: in VirtualDJ 5 DJC Edition, this button switches the Master Tempo function on/off. Master Tempo locks the music to its current tone, allowing you to change the tempo without changing the tone.
- **Sync**: pushing this button synchronizes the speed (BPM) of the music played on the corresponding deck to match the BPM rate of the music on the other deck.

7.6. Source buttons

Press the **Source 1** or **Source 2** buttons to replace the computer music track on Deck A or Deck B, respectively, with the audio source connected to the corresponding input. Press the button again to disable the external audio source and return to the computer music track.

Before enabling an external audio source, be sure that you have set the **Line-Phono** switch for the input in question to the appropriate level: **Line** (for CD or MP3 players, for example) or **Phono** (for a turntable). You must then adjust the gain using the corresponding **Gain** knob to ensure that the input volume is set at the right level.

7.7. Effects and loops (buttons 1-6)

In VirtualDJ, you can use these buttons to apply effects to your music or loop part of a track. You can modulate the effect by turning the jog wheel while keeping the effect button pressed down. These effects can be assigned to any of the 6 buttons, so these descriptions of the default functions are only examples.

- **Button 1 (Loop in)**: places a marker at the start of a loop.

- **Button 2 (Pitch bend -)**: "bends" the pitch of the music lower.
- **Button 3 (Flanger)**: applies an audio effect with a slight delay, similar to the sound of a jet airplane taking off.
- **Button 4 (Loop out)**: places a marker at the end of the loop.
- **Button 5 (Pitch bend +)**: "bends" the pitch of the music higher.
- **Button 6 (Beatgrid)**: adds a beat pattern over the music track, based on the track's tempo.

Other functions can be assigned to these buttons as well:

- **Record Sample**: records the music.
- **Play Sample**: plays the sampled music. This allows you to play a sample stored on the button where you have recorded the sample.
- **Backspin**: an effect mimicking the sound DJs make when they quickly pull the disc backward after having switched off the turntable. Sends one impulse backward.
- **Brake**: slows down the music until it stops, if you keep on braking.
- **Overloop**: sets a loop on 1, 2, 4, 8 or 16 beats over the music.

7.8. Load Deck buttons

Use these buttons to load the highlighted music track on Deck A or Deck B.

7.9. Beat Lock buttons

Pressing the **Beat Lock** button on a deck allows you to keep the same pitch or tone for the music playing on that deck while you manipulate the tempo: this is known as the Master Tempo function. When this function is enabled, even if you speed up or slow down the music, the music's pitch will stay the same.

7.10. Cue Select buttons

Use the **Cue Select** buttons to choose which deck is being monitored on your headphones. Only one **Cue Select** button (i.e. one deck) can be enabled at a time.

7.11. Browser buttons

Use the Up, Down, Left and Right buttons to browse through folders and music libraries.

- **Up/Down buttons**: move to the previous (Up) or next (Down) music file/directory. You can move through music lists more quickly by pressing the Up or Down button and turning the jog wheel at the same time.
- **Left/Right buttons**: switch the root directory (Left) or enter a directory (Right).

7.12. Balance knob

Use the balance knob to set the balance of the main output (1-2) between the left and right channels.

7.13. Monitor Select knob

Use the **Monitor Select** knob to adjust the level of the track you are cueing up in relation to the overall mix on your headphones or monitoring speakers. The **Cue** side of the knob's rotation represents the selected deck you are cuing up, while the **Mix** side represents the mix on Deck A + Deck B.

7.14. Equalization knobs

Use the equalization knobs (**Bass**, **Medium** and **Treble**) for each deck to add color to your music with custom settings. For example:

- Make dancing easier by enhancing the bass (the bass provides the tempo for dancing).
- Remix songs by boosting the mids (the mids contain the singer's voice) on one track and mixing it with another track on the other deck, where you've cut the mids.

You can also manipulate the bass to make transitions between two tracks:

- Synchronize the 2 tracks: move the pitch fader to set both tracks at the same BPM.
- Cut out the mids and treble on both decks, keeping only the beat of the bass.
- Move the cross fader from the first deck to the second, while restoring the mids and treble.

7.15. Kill buttons

Use the kill buttons (**Bass**, **Medium** and **Treble**) for each deck to cut off or restore the corresponding frequency band of the music playing on that deck.

This is a faster way to cut off or restore a frequency band than using the rotary potentiometers, and allows you to easily create interesting effects for your music with the push of a button.

8. THE TASKBAR ICON AND CONTROL PANEL

8.1. The DJ Console Rmx taskbar icon

An icon representing your DJ Console Rmx appears in the right-hand side of your taskbar next to the clock display. To launch the DJ Console Rmx control panel, simply left-click the icon.

By right-clicking the icon, you can select to open the control panel (an alternative to left-clicking the taskbar icon as described above), exit the control panel and remove the icon from the taskbar, or check for updates for your DJ Console Rmx. Please note that in order to check for updates, you must have an active Internet connection.

This icon consolidates all Hercules DJ products you may have installed on your system. You can select your DJ Console Rmx by right-clicking the icon and choosing **Select Device**.

To check for updates for your DJ Console Rmx:

- Right-click the DJ Console Rmx icon in the taskbar and select **Check for updates**.

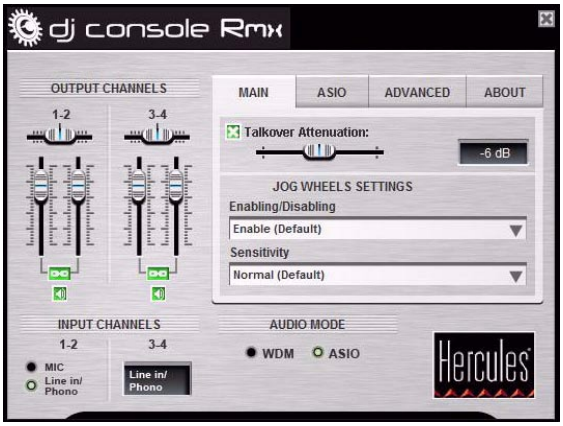
- If prompted by your system, allow your computer to access the Guillemot FTP server.

If no new version is available, a message will appear indicating that you already have the latest version installed. If a new version is available, it will be downloaded and the setup will launch automatically.

- Follow the on-screen instructions to install the update for your DJ Console Rmx.

8.2. Using the DJ Console Rmx control panel

The control panel allows you to manage your DJ Console Rmx's various settings.



- **Output Channels**: There are 2 sets of software sliders (1-2, 3-4), which function as master volume controls for the corresponding outputs. You can alter the balance (left/right) using the

balance sliders on top of each set of output channel sliders. You can click the green link icon underneath the sliders to disable/enable the sliders moving together, as opposed to on their own. You can also mute the outputs by clicking the volume icon underneath the link icon.

- **Input Channels**: You can select either the microphone or line/phono input for input channels 1-2. Please note that when recording your microphone, you temporarily lose the use of inputs 1-2. When you use the talkover option for your microphone, your voice is mixed via hardware and you can still use inputs 1/2; however, you cannot record your microphone with this configuration.

  You can also select to use either WDM or ASIO audio modes. VirtualDJ switches to ASIO mode automatically, but if you are using the Traktor software on PC, for example, you must switch to ASIO mode manually. You can only switch between modes when playback is stopped.

Main tab:

- You can disable/enable or adjust the talkover attenuation level in this tab, meaning the level by which the music is reduced when you activate the **Mic On/Off** button to talk on your microphone (-6dB by default).

- You can disable and re-enable the jog wheels in this tab as well, and set their sensitivity.

ASIO tab (not available on Mac as there is no ASIO mode in Mac OS X):

- In ASIO mode, you can adjust the following settings: **Sample Rate**, **Sample Size**, **ASIO Buffer Size**.

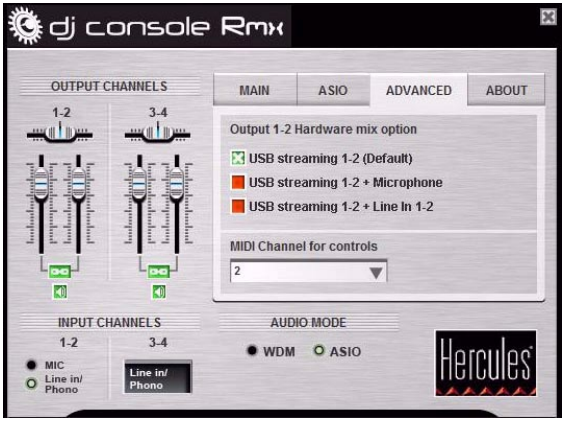
  "Audio Stream Input/Output" is a cross-platform, multi-channel protocol for audio transfer developed by the Steinberg company. It allows a variety of programs to communicate with different sound cards and recognize all of the inputs and outputs available on the sound card. The user can then assign these I/O ports for recording or playback when using an ASIO-compatible software program.

- Your DJ Console Rmx is ASIO 2.0 compliant, allowing you to use ASIO 2.0 VST plug-ins and thereby add many exciting effects to your music.

- The configuration is set to 44100Hz (44.1kHz)/16-bit mode by default.

- Switching to 24-bit mode only lets you use inputs 1-2 (inputs 3-4 are not available).

Advanced tab:



- This tab allows you to set the hardware mix options for output 1-2: USB streaming 1-2 (default), USB streaming 1-2 plus your microphone, or USB streaming 1-2 plus line in 1-2.

- You can also set the MIDI channel (2 by default), in the event that there is some conflict between your DJ Console Rmx and another MIDI device. If you have more than one Hercules device installed on your system, the MIDI channel numbers are assigned by order of connection, i.e. incrementally.

About tab:

- This tab provides all of the information about the package, firmware, driver, DJ API and control panel versions you are using. Please refer to this information when contacting technical support.

9. USING THE DJ CONSOLE RMX AT A PARTY

9.1. Overview

You are now about to learn everything a DJ needs to know to host his or her first parties. Let's start at the beginning, namely setting up the party: no DJ would allow him/herself to arrive unprepared, which is why he/she would have organized his/her material and selected his/her records beforehand.

You should do the same by sorting through your music. Have a good look through your music collection and select the songs you are going to use. In order to be able to mix tracks effectively, you must know the pieces perfectly.

Once this is done, make sure that you have all the hardware you will need. Got your computer, DJ Console Rmx, a pair of speakers, headphones and microphone handy? Perfect, then you're ready to go!

You're probably asking yourself: and now, how do I get started? By way of introduction, here are the basic principles of DJing: a DJ works with two decks (or turntables). The first deck plays one part of the musical piece, while the DJ uses the second deck to listen to the next part on his/her headphones. He/she can then work on this second part (speed it up so that it is at the same tempo as the rest of the piece, etc.) before playing it out loud. At the end of a part, the DJ plays the part on the other deck by doing a mix, which is to say a blending of the two parts creating a perfect transition.

In concrete terms, you will launch the VirtualDJ software provided with your DJ Console Rmx and program pieces onto each of the decks.

Please read through the following sections to learn more about the art of DJing. We also recommend that you consult the VirtualDJ help documentation for additional information.

9.2. Mixing in VirtualDJ

The art of mixing consists of preparing the next piece while a given piece is being played. When the piece being played reaches its end, the DJ switches from one piece to the other progressively using the cross fader, which regulates the volume of the two decks. This technique enables you to avoid empty space between two pieces.

Your DJ Console Rmx allows you to work with both digital and analog audio sources. This section will give you some practical examples of how you can switch from one musical piece to another and from one audio source to another using the VirtualDJ software.

Mixing your songs in VirtualDJ is fun and easy to master. Thanks to the perfect integration of the controls on your DJ Console Rmx with the included VirtualDJ 5 DJC Edition software, in no time at all you'll be mixing and scratching your favorite songs, looping and applying amazing effects just like a pro and making seamless transitions from one song to the next.

Take some time to explore and get to know the VirtualDJ software: a good resource is the VirtualDJ PDF manual, which should be installed on your system automatically along with the application itself. You can also download the PDF manual for the VirtualDJ website. In it you will find tons of information on how to get the most out of the software and all of its various features. The VirtualDJ website also contains a wealth of information and resources regarding the software, and you will be able to find links to many user groups and forums which may be of interest to you as you progress in your understanding of the software and all of the possibilities it opens up.

In this section, we'll give you a brief overview of some of the most common things you might want to do to get started with your DJ Console Rmx and VirtualDJ 5 DJC Edition.

First off, you'll need to load some music onto each of the decks. To do so, you can either use your mouse or touchpad to navigate through your files in the lower left-hand side of the VirtualDJ window, or use the Up, Down, Left and Right buttons in the center of your DJ Console Rmx. Use the Up/Down buttons to move to the previous (Up) or next (Down) music file/directory. You can move through music lists more quickly by pressing the Up or Down button and turning the jog wheel at the same time. Use the Left/Right buttons to switch the root directory (Left) or enter a directory (Right). Press either of the **Load Deck** buttons on your Rmx to load the highlighted track on the corresponding deck. If you're using your mouse or touchpad, simply drag and drop songs onto the deck in question.

Under normal circumstances, you will probably want to set the **Balance** knob at the top of your Rmx to the center position, which will evenly divide your mix between the left and right channels.

However, should you wish to tilt the balance towards the left or right channel, you can use this knob to do so.

Make sure that the cross fader on your Rmx is set all the way to the left, meeting that only Deck A will be heard in your mix. Press the Play/Pause button on Deck A of your Rmx to launch playback on Deck A. At the top of the VirtualDJ window, you'll see a display with blue and red wave forms represented: the blue waves represent the music loaded on Deck A, while the red waves represents the music loaded on Deck B.

You will soon come to realize how important this visual display is to the functioning of VirtualDJ. The peaks on the display represent the beats in the song: by lining up the peaks of the track on one deck with the peaks of the track on the other deck, you can synchronize the songs with one another so that they are on the same beat, which makes for a smooth transition between tracks.

Try using the **Pitch** slider on Deck A to see what it does: you'll notice that increasing the pitch makes the music sound faster, with a higher tone, whereas decreasing it makes it sounds slower, with a lower tone. Pressing the **Reset** button just above the Pitch slider gradually returns the pitch to its default value.

Pressing the **Beat Lock** button enables/disables the Master Tempo function for the corresponding deck. This function effectively locks the tone of a track in place, so that when you move the **Pitch** slider, the tempo (i.e. the speed) of the track changes to faster or slower, but the tone stays the same.

While the music is playing on Deck A, you'll want to be preparing the track on Deck B. Get your headphones on and then press the **Cue Select** button on Deck B: this means that Deck B is now monitored on your headphones (you can only monitor one deck at a time). Use the **Monitor Select** knob to adjust what you hear on your headphones: the **Cue** side of the knob's rotation represents the selected deck you are cuing up, while the **Mix** side represents the mix on Deck A + Deck B. Use the **Volume** knob next to the headphone input on the top face of your Rmx to adjust the volume of your headphones.

Try moving the jog wheel on Deck B: you'll see that you are scratching the track back and forth, although your audience won't be able to hear it at this point because the cross fader is still all the way to the left, which means that only the left deck is coming through in your mix. If you press the **Scratch** button on your Rmx, the jog wheels switch to the seek function, allowing you to move quickly within a track. You can also move quickly within a track using the backward and forward buttons, just above the jog wheel. Press the **Scratch** button again to return to the default scratch function.

Use the **Pitch** slider on Deck B to adjust the song's tempo to match that of the song on Deck A; alternatively, you can press the **Sync** button on Deck B to match the tempo of the track on that deck to the one on Deck A. Synchronizing the tempos makes it easier for dancers to maintain a constant rhythm when switching from one song to another.

As the track on Deck B is playing, press the Play/Pause button on Deck B to pause the track at the exact point where you wish to start playback: this pauses the song and sets the cue point there (if you were to press the Stop button instead, the cue point would not be moved to the new position; instead, it would go back to the track's original cue point, i.e. the start of the song).

As the track on Deck A is nearing its end, start moving the cross fader to the right towards Deck B: the more you move it to the right, the more of Deck B will be heard in the mix. When you're ready to start playback, press the Play/Pause button on Deck B to start playing the track from the cue point where you had paused it. You can adjust the EQ knobs on Deck B to fine-tune the equalization, or press one of the **Kill** buttons to cut out the corresponding frequency band on the deck for an interesting transition effect (just press the **Kill** button again to restore the frequency in question). Continue moving the cross fader until it's all the way to the right, at which point only the track playing on Deck A will be heard in your mix. You can use the **Volume** slider on Deck B to adjust the track's volume if necessary, so that it is at the same level as the track that had been playing on Deck A.

Now that the track on Deck B is playing, you may want to return it to its original pitch if the pitch has been altered to match what had been playing on Deck A. To do so, you can either press the **Reset** button on Deck B, or slowly move the **Pitch** slider to adjust it to its normal level.

Feel like saying something to your audience over the music? Press the **Mic On/Off** button on your Rmx to toggle the microphone on and address the crowd: the music level is automatically reduced so that your voice can be heard. Use the **Volume** knob next to the microphone input on the top face of your Rmx to adjust the microphone volume. When you're done talking, press the **Mic On/Off** button again to switch off your microphone and restore the music to full volume.

Have fun experimenting with some of the effects that are available on buttons 1-6: loop in, loop out, pitch bend, flanger, beatgrid and so on. You'll be amazed at some of the incredible sounds you can easily produce, customize and manipulate. You can even modulate the effect by turning the jog wheel while keeping the effect button pressed down. Pressing buttons 1-6 toggles the corresponding effect on or off.

Let's assume that you have a turntable connected to inputs 1-2 for Deck A. First of all, make sure that the **Line-Phono** switch on the back of your Rmx for inputs 1-2 is set the **Phono** position. While the music on Deck B is playing, press the **Cue Select** button on Deck A: this means that Deck A is now monitored on your headphones. Next, press the **Source 1** button on your Rmx (for Deck A): this switches from the default computer streaming mode to your external audio source connected to that deck.

Start playback on your turntable and adjust the level using the **Gain** knob on Deck A, which allows you to set the overall level to match that of the track playing on the other deck. Once the overall level has been set, you can use the **Volume** slider for the deck to make more precise adjustments. Cue up your record to the spot where you want playback to start.

As the music playing on Deck B is nearing its end, start moving the cross fader to the left and then launch playback on your turntable when you want to start making the switch. Adjust the EQ on Deck A as you continue to move the cross fader, until it is completely to the left and your audience only hears what is playing on the turntable on Deck A.

Congratulations: you've just done your first mix! As you practice and get to know both your DJ Console Rmx and the VirtualDJ software better, you'll see just how versatile this mixing system is and how much freedom it gives you to take your music to places you've only dreamed about. As you continue to learn how everything functions and try out different approaches, you'll soon get the hang of mixing and find ways of working that are right for you. After all, you're the DJ, and the audience is in your hands!

9.3. Scratching

The DJ Console Rmx allows you to scratch your MP3s and CDs in the same way that a DJ scratches vinyl records. To do this you will use the DJ Console Rmx's jog wheels, together with the cross fader to boost/interrupt the sound.

There are many scratch effects, the most well-known of which are described below:

Baby Scratch
No need to use the volume control for this basic scratch. It consists of doing a forward scratch, immediately followed by a backward scratch.

Tear Scratch
The Tear Scratch doesn't use the volume control either. As with the Baby Scratch, you do a forward scratch followed by a backward scratch, but this backward scratch is broken down into two different speeds: you must first scratch quickly, and then slowly. Thus, the different steps are as follows: forward scratch, quick backward scratch, slow backward scratch.

Forward Scratch
You must do a forward scratch and then quickly lower the volume to its minimum setting before doing a backward scratch to return to the initial position and restore the volume. Only the forward scratch will be audible.

Backward Scratch
The reverse of the Forward Scratch: you must do a backward scratch and then quickly lower the volume to its minimum setting just before doing the forward scratch, and then restore the volume.

Pass-Pass
The Pass-Pass is not a scratch technique, strictly speaking, since it uses the scratch as well as other elements (pitch, cross fader, etc.) to create new compositions. To carry out this technique you must play the same piece on both decks, and then it's up to you to make use of the DJ Console Rmx's functions to create new rhythmic combinations by alternating your manipulations on each deck. A perfect mastery of the cross fader and of the basic scratch techniques is required, as well as a good sense of rhythm and excellent familiarity with the piece.

10. MIDI STANDARD SUPPORT

Your DJ Console Rmx can function as a MIDI controller: the buttons and potentiometers can send and receive MIDI signals that will then be interpreted by software. In software that accepts MIDI commands, you must select your DJ Console Rmx as the MIDI controller.

MIDI messages sent by DJ Console Rmx:

DJ Console Rmx control	MIDI message	Message type	Value description
Left Keypad 1	Bx 01 Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Keypad 2	Bx 02 Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Keypad 3	Bx 03 Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Keypad 4	Bx 04 Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Keypad 5	Bx 05 Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Keypad 6	Bx 06 Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Sync	Bx 07 Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Beatlock	Bx 08 Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Previous	Bx 09 Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Next	Bx 0A Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Play/Pause	Bx 0B Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Cue	Bx 0C Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Stop	Bx 0D Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Kill Treble	Bx 0E Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Kill Medium	Bx 0F Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Kill Bass	Bx 10 Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Reset	Bx 11 Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Load	Bx 12 Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Source	Bx 13 Value	Button - Toggling Output	7F: Pressed – 00: Released
Left Headphone Cue	Bx 14 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Beatlock	Bx 15 Value	Button - Toggling Output	7F: Pressed – 00:Released
Right Load	Bx 16 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Source	Bx 17 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Headphone Cue	Bx 18 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Keypad 1	Bx 19 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Keypad 2	Bx 1A Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Keypad 3	Bx 1B Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Keypad 4	Bx 1C Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Keypad 5	Bx 1D Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Keypad 6	Bx 1E Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Sync	Bx 1F Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Reset	Bx 20 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Previous	Bx 21 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Next	Bx 22 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Play/Pause	Bx 23 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Cue	Bx 24 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Stop	Bx 25 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Kill Treble	Bx 26 Value	Button - Toggling Output	7F: Pressed – 00: Released
Right Kill Medium	Bx 27 Value	Button - Toggling Output	7F: Pressed – 00: Released

Right Kill Bass	Bx 28 Value	Button - Toggling Output	7F: Pressed – 00: Released
Scratch	Bx 29 Value	Button - Toggling Output	7F: Pressed – 00: Released
Menu Up	Bx 2A Value	Button - Toggling Output	7F: Pressed – 00: Released
Menu Down	Bx 2B Value	Button - Toggling Output	7F: Pressed – 00: Released
Menu Left	Bx 2C Value	Button - Toggling Output	7F: Pressed – 00: Released
Menu Right	Bx 2D Value	Button - Toggling Output	7F: Pressed – 00: Released
Talkover State	Bx 2E Value	Button - Momentary Output	7F: Enabled – 00: Disabled
Left Jog Wheel	Bx 2F Value	Incremental – Coarse (128 values)	7F > 40: CCW Slow > Fast – 01 > 3F: CW Slow > Fast
Right Jog Wheel	Bx 30 Value	Incremental – Coarse (128 values)	7F > 40: CCW Slow > Fast – 01 > 3F: CW Slow > Fast
Left Pitch	Bx 31 Value	Analog – Coarse (128 values)	00 > 7F: Full Down > Full Up
Left Volume	Bx 32 Value	Analog – Coarse (128 values)	00 > 7F: Full Down > Full Up
Left Gain	Bx 33 Value	Analog – Coarse (128 values)	00 > 7F: Full CW: Full CCW
Left Treble	Bx 34 Value	Analog – Coarse (128 values)	00 > 7F: Full CW: Full CCW
Left Medium	Bx 35 Value	Analog – Coarse (128 values)	00 > 7F: Full CW: Full CCW
Left Bass	Bx 36 Value	Analog – Coarse (128 values)	00 > 7F: Full CW: Full CCW
Balance	Bx 37 Value	Analog – Coarse (128 values)	00 > 7F: Full CW: Full CCW
Main Volume	Bx 38 Value	Analog – Coarse (128 values)	00 > 7F: Full Down > Full Up
Cross Fader	Bx 39 Value	Analog – Coarse (128 values)	00 > 7F: Full Left > Full Right
Cue Mix	Bx 3A Value	Analog – Coarse (128 values)	00 > 7F: Full CW: Full CCW
Right Pitch	Bx 3B Value	Analog – Coarse (128 values)	00 > 7F: Full Down > Full Up
Right Volume	Bx 3C Value	Analog – Coarse (128 values)	00 > 7F: Full Down > Full Up
Right Gain	Bx 3D Value	Analog – Coarse (128 values)	00 > 7F: Full CW: Full CCW
Right Treble	Bx 3E Value	Analog – Coarse (128 values)	00 > 7F: Full CW: Full CCW
Right Medium	Bx 3F Value	Analog – Coarse (128 values)	00 > 7F: Full CW: Full CCW
Right Bass	Bx 40 Value	Analog – Coarse (128 values)	00 > 7F: Full CW: Full CCW

Note: CW = Clockwise; CCW = Counterclockwise.

Continued on the following page.

MIDI messages received by DJ Console Rmx:

MIDI control	MIDI message	Value description
LED Scratch	Bx 29 Value	00: Off – 7F: On
LED Left Play	Bx 0B Value	00: Off – 7F: On
LED Left Cue	Bx 0C Value	00: Off – 7F: On
LED Left Headphone Cue	Bx 14 Value	00: Off – 7F: On
LED Left Source	Bx 13 Value	00: Off – 7F: On
LED Left Sync	Bx 07 Value	00: Off – 7F: On
LED Left Beatlock	Bx 08 Value	00: Off – 7F: On
LED Left Reset	Bx 11 Value	00: Off – 7F: On
LED Right Play	Bx 23 Value	00: Off – 7F: On
LED Right Cue	Bx 24 Value	00: Off – 7F: On
LED Right Headphone Cue	Bx 18 Value	00: Off – 7F: On
LED Right Source	Bx 17 Value	00: Off – 7F: On
LED Right Sync	Bx 1F Value	00: Off – 7F: On
LED Right Reset	Bx 20 Value	00: Off – 7F: On
LED Right Beatlock	Bx 15 Value	00: Off – 7F: On
Blink LED Scratch	Bx 59 Value	00: Off – 7F: On
Blink LED Left Play	Bx 3B Value	00: Off – 7F: On
Blink LED Left Cue	Bx 3C Value	00: Off – 7F: On
Blink LED Left Headphone Cue	Bx 44 Value	00: Off – 7F: On
Blink LED Left Source	Bx 43 Value	00: Off – 7F: On
Blink LED Left Sync	Bx 37 Value	00: Off – 7F: On
Blink LED Left Beatlock	Bx 38 Value	00: Off – 7F: On
Blink LED Left Reset	Bx 41 Value	00: Off – 7F: On
Blink LED Right Play	Bx 53 Value	00: Off – 7F: On
Blink LED Right Cue	Bx 54 Value	00: Off – 7F: On
Blink LED Right Headphone Cue	Bx 58 Value	00: Off – 7F: On
Blink LED Right Source	Bx 57 Value	00: Off – 7F: On
Blink LED Right Sync	Bx 5F Value	00: Off – 7F: On
Blink LED Right Beatlock	Bx 60 Value	00: Off – 7F: On
Blink LED Right Reset	Bx 55 Value	00: Off – 7F: On

Hercules has released a **MIDI Mapper** application for the DJ Console Rmx: this software allows you to change the DJ Console Rmx's MIDI messages and values.

The MIDI Mapper application is intended for advanced users familiar with the MIDI standard and can be downloaded from **http://ts.hercules.com**.

11. FREQUENTLY ASKED QUESTIONS

1. Can I use DJ Console Rmx with DJ software other than VirtualDJ?
Yes: A variety of DJ software applications are compatible with DJ Console Rmx, including Traktor, MixVibes and DJ Decks, with more and more programs integrating compatibility on a continual basis. Please check with the publishers of other DJ software for details on whether their software is currently compatible with DJ Console Rmx.

2. Can I use DJ Console Rmx without a computer?
No, DJ Console Rmx cannot function at all without being connected to a computer.

3. Can I mix directly from audio CDs in the DJ mixing software?
Yes, you can mix audio CDs directly from your CD/DVD-ROM drive in Virtual DJ. Simply load the CD-Audio track in your playlist on a DJ Console deck, as if it were an audio file, and you can mix it immediately.

4. Is DJ Console Rmx a MIDI controller?
Yes, DJ Console Rmx functions as a MIDI controller and can send and receive MIDI commands. Please see section 10. MIDI standard support.

5. Will DJ Console Rmx function when connected to a USB hub?
Yes, as long as the USB hub's power supply is connected, since DJ Console Rmx needs a USB port's full power in order to function properly.

6. What are DJ Console Rmx's audio sampling rates?
DJ Console Rmx has 2 sampling modes:

- WDM sampling: hardware sampling is 16-bit/44.1KHz; other formats (24-bit/96KHz) are software interpolation.
- ASIO 2.0 sampling: 2-input/4-output hardware sampling at 24-bit/48KHz or 44.1KHz; 4-input/4-output at 16-bit/48KHz or 44.1KHz.

7. What are the different types of output connectors on the DJ Console Rmx?
Consumer-grade and professional devices do not use the same measuring scale for their line levels. The right type of connection must be used in order to avoid any breathing effects or saturation due to different levels.

Your Hercules DJ Console Rmx offers two output types:

- 2 stereo RCA outputs at -10dBV for consumer-grade devices.

- 4 mono ¼" (6.35mm) unbalanced jack outputs at +4dBu for professional devices.

Please refer to your device's documentation to verify its line levels.

8. Can I connect two pairs of headphones or two microphones to the DJ Console Rmx at the same time?

Only one pair of headphones and one microphone will function on the DJ Console Rmx at the same time. The headphones and microphone connected to the device's top face will take precedence over those connected to the front face.

9. What can I do if I get the message "A USB device has exceeded the power limits of its hub port" when I connect DJ Console Rmx to the USB port on my laptop, and the console is not detected?

- Make sure that the your laptop's power configuration is set to home computer mode; if it is set to portable mode, you may lack sufficient power on the USB port.
- Connect DJ Console Rmx to your laptop's USB port before switching on your laptop: when your computer boots, you should experience no USB power issues.
- If your laptop's USB power is still too limited, the only remaining solution is to add a powered USB hub (a USB hub with its own power adapter) between your laptop's USB port and your DJ Console Rmx.

10. I get saturated sound when I connect a CD player to inputs 1-2 or 3-4 on my DJ Console Rmx. What can I do?

If adjusting the gain on your DJ Console Rmx doesn't resolve the issue, it means that your external audio source output level exceeds +4dBu. You must therefore decrease this level, either by adjusting a setting on your CD player, or by adding a device between your CD player and your DJ Console Rmx which allows for audio attenuation, such as a DJ mixer or a dedicated device like the SM Audio Pro "Nano Patch" (http://www.smproaudio.com).

11. How can I prevent the microphone and headphone cables from getting in my way and disturbing my mixing when these devices are plugged into the DJ Console Rmx's top face?

Thread the wires underneath the console, between its two back feet.

12. What's the use of the Stop buttons on the DJ Console Rmx?

In VirtualDJ 5 DJC Edition, the Stop button stops the music and places the cursor at the original cue point of the track, while the Play/Pause button pauses music playback and moves the cue point to the current position in the music track.

13. How can I change an effect?

In VirtualDJ 5 DJC Edition, you switch on an effect by pressing the button (1-6) to which the effect is assigned (please see section 7.7 Effects and loops). You can modulate the effect by turning the jog wheel while keeping the effect button pressed down.

14. How can I expand directories in VirtualDJ 5 DJC Edition?

You can use the Up/Down/Left/Right buttons on your DJ Console Rmx to browse through directories and music files. When you select a directory, clicking the **Load** button expands the directory.

15. How can I browse through music directories faster with VirtualDJ 5 DJC Edition?

When browsing through a directory containing lots of music files, simply turn the jog wheel while keeping the Up or Down button on your console pressed down in order to move through the list more quickly.

12. TECHNICAL SUPPORT

If you encounter a problem with your product, please go to http://ts.hercules.com and select your language. From there you will be able to access various utilities (Frequently Asked Questions (FAQ), the latest versions of drivers and software) that may help to resolve your problem. If the problem persists, you can contact the Hercules products technical support service ("Technical Support"):

By email:
In order to take advantage of technical support by email, you must first register online. The information you provide will help the agents to resolve your problem more quickly.
Click **Registration** on the left-hand side of the Technical Support page and follow the on-screen instructions.
If you have already registered, fill in the **Username** and **Password** fields and then click **Login**.

By telephone:

United Kingdom	0207 216 0047	price of a national phone call, Monday to Friday from 12PM to 4PM and from 5PM to 10PM
United States / Canada	514-279-9911	price of a long distance phone call, Monday to Friday from 7AM to 11AM and from 12PM to 5PM (Eastern time)
Denmark	82 33 28 58	price of a national phone call, Monday to Friday from 1PM to 5PM and from 6PM to 11PM
Finland	09 81 71 01 54	price of a national phone call, Monday to Friday from 2PM to 6PM and from 7PM to 12AM
Netherlands	0900 2026765	€0.30/min, Monday to Friday from 1PM to 5PM and from 6PM to 11PM
Norway	23 50 01 16	price of a national phone call, Monday to Friday from 1PM to 5PM and from 6PM to 11PM
Sweden	08-51992032	price of a national phone call, Monday to Friday from 1PM to 5PM and from 6PM to 11PM

12.1. Warranty information

Worldwide, Guillemot Corporation S.A. ("Guillemot") warrants to the consumer that this Hercules product will be free from material defects and manufacturing flaws for a period of two (2) years from the original date of purchase. Should the product appear to be defective during the warranty period, immediately contact Technical Support, who will indicate the procedure to follow. If the defect is confirmed, the product must be returned to its place of purchase (or any other location indicated by Technical Support).
Within the context of this warranty, the consumer's defective product will, at Technical Support's option, be either repaired or replaced. Where authorized by applicable law, the full liability of Guillemot and its subsidiaries (including for indirect damages) is limited to the repair or replacement of the Hercules product. The consumer's legal rights with respect to legislation applicable to the sale of consumer goods are not affected by this warranty.
This warranty shall not apply: (1) if the product has been modified, opened, altered, or has suffered damage as a result of inappropriate or abusive use, negligence, an accident, normal wear, or any other cause not related to a material defect or manufacturing flaw; (2) in the event of failure to comply with the instructions provided by Technical Support; (3) to software not published by Guillemot, said software being subject to a specific warranty provided by its publisher.

12.2. Additional warranty provisions

In the United States of America and in Canada, this warranty is limited to the product's internal mechanism and external housing. Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to two (2) years from the date of purchase and are subject to the conditions set forth in this limited warranty. In no event shall Guillemot Corporation S.A. or its affiliates be liable for consequential or incidental damage resulting from the breach of any express or implied warranties. Some States/Provinces do not allow limitation on how long an implied warranty lasts or exclusion or limitation of incidental/consequential damages, so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may also have other legal rights which vary from State to State or Province to Province.

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Declaration of conformity

EC COMPLIANCE NOTICE: this equipment has been tested and found to comply with the limits of the Council Directive 89/336/EEC of 3 May 1989 on the approximation of the laws of the Member States relating to electromagnetic compatibility, amended by Directive 93/68/EEC. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.

CANADIAN COMPLIANCE NOTICE: this Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

USA COMPLIANCE NOTICE: this equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. Operation is subject to the following two conditions:

(1) This device may not cause harmful interference, and

(2) This device must accept any interference received, including interference that may cause undesired operation.

These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment on and off, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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ENVIRONMENTAL PROTECTION RECOMMENDATION

At the end of its working life, this product should not be disposed of with standard household waste, but rather dropped off at a collection point for the disposal of Waste Electrical and Electronic Equipment (WEEE) for recycling.
This is confirmed by the symbol found on the product, user manual or packaging.
Depending on their characteristics, the materials may be recycled. Through recycling and other forms of processing Waste Electrical and Electronic Equipment, you can make a significant contribution towards helping to protect the environment.
Please contact your local authorities for information on the collection point nearest you.